

## ***The 64-voice poly system***

## ***Introduction***

With a 64-voice poly system, you can record sequences that have 64 voices sounding simultaneously. If you also have 32 FM voices, you can record sequences with up to 96 voices.

### ***64 poly voices***

The 64 voices in a 64-voice poly system are stored in two separate poly bins. Each bin can hold up to 32 poly voices. A sound file can be loaded into one bin or the other, but not both.

Each of the two poly bins has a pair of composite outputs. There is no composite output for all 96 voices. Multichannel outputs are assigned from the Multichannel Display.

In the upper right corner of the Multichannel Display, the instructions list the number of poly bins in your system. The Poly column shows the number of the poly bin assigned to the keyboard and track timbres listed.

## The Multichannel Display

Instrument Name		Left	Right	Poly	MULTICHANNEL ROUTING DISPLAY																																														
KBD	RHODES	1	1	1	<ol style="list-style-type: none"><li>1. Move cursor with arrow keys</li><li>2. Assign new track numbers and routings</li><li>3. Press space bar to increment values</li><li>4. M/C Outputs: 32 Poly Bins: 1 DTD Outputs: 8</li></ol>																																														
1	ELECTRIC KIT	2	2	1																																															
2	PHASED BASS	3	3	1																																															
3	Cuelist 1	*1*	*1*																																																
4	Cuelist 2	*2*	*2*		<table><tr><td>21</td><td></td><td></td></tr><tr><td>22</td><td></td><td></td></tr><tr><td>23</td><td></td><td></td></tr><tr><td>24</td><td></td><td></td></tr><tr><td>L1</td><td>Track 1</td><td>*1*</td><td>*1*</td></tr><tr><td>L2</td><td>Track 2</td><td>*2*</td><td>*2*</td></tr><tr><td>L3</td><td>Track 3</td><td>*3*</td><td>*3*</td></tr><tr><td>L4</td><td>Track 4</td><td>*4*</td><td>*4*</td></tr><tr><td>L5</td><td>Track 5</td><td>*5*</td><td>*5*</td></tr><tr><td>L6</td><td>Track 6</td><td>*6*</td><td>*6*</td></tr><tr><td>L7</td><td></td><td>*7*</td><td>*7*</td></tr><tr><td>L8</td><td></td><td>*8*</td><td>*8*</td></tr></table>			21			22			23			24			L1	Track 1	*1*	*1*	L2	Track 2	*2*	*2*	L3	Track 3	*3*	*3*	L4	Track 4	*4*	*4*	L5	Track 5	*5*	*5*	L6	Track 6	*6*	*6*	L7		*7*	*7*	L8		*8*	*8*
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5	Cuelist 3	*3*	*3*																																																
6	Cuelist 4	*4*	*4*																																																
7	Cuelist 5	*5*	*5*																																																
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Current Catalog: W0:

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## *Sound file loading*

When you recall a timbre, all of the sound files associated with it are loaded into the poly bin assigned to the keyboard. When you recall a sequence, all of the sound files associated with each track timbre are loaded into the poly bin assigned to each track. (Assigning timbres to poly bins is discussed in the section "Assigning poly bins.")

As sound files associated with the keyboard timbre or a track timbre are loaded into their assigned poly bins, previously loaded sound files not part of the current sequence or the keyboard timbre are deleted from poly memory as more room is required.

If previously loaded sound files are deleted and the memory in the assigned poly bin is still insufficient for a given timbre, the sound file is loaded into the other poly bin. The assigned poly bin number remains the same, even if the sound file was forced into the other poly bin.

If there is no room in either poly bin, an error message appears.

### *Out of Room in Sample Memory*

Once a sound file is loaded into one bin or the other, it remains there until it is erased from poly memory.

## *Recalling timbres*

If the first timbre you recall to the keyboard is assigned to Poly Bin 1, its sound files are loaded into Poly Bin 1. If you then recall another timbre to the keyboard that is assigned to Poly Bin 2 and the sound files associated with it are the same as the sound files from the first timbre, the sound files remain in Poly Bin 1 unless you delete them from poly memory before recalling the second timbre.

Similarly, if you recall a sequence that has the same timbre recorded on two tracks and the tracks are assigned to different poly bins, the sound files associated with the timbre are loaded into one bin only—the bin assigned to the lowest numbered track.

If a sound file associated with a timbre has already been loaded into one poly bin, loading a second timbre that uses the same sound file but assigned to the other poly bin does not affect the location of the sound file. It remains in its current bin and does not move to the new bin assignment.

## *Viewing sound file poly bin assignments*

You can see the current bin location of a sound file from the Sound File Directory.

1. Select the Sound File Directory.
2. Select the Poly Memory Display.
3. Under the Show option, select Poly Bin, or type H.

The sound files in the Directory are shown, each with its poly bin number following it. (The Poly Bin option may be selected in combination with other options.)

## The Sound File Directory

SOUND FILE DIRECTORY
X Y Clear
M

DEVICES:

☒ All Winchesters

☐ 2 Optical Disk

☐ 3 Poly Memory

☐ 4 W0: ☐ 5 W1:

☐ 6 F0:

SORT:

☒ A By Files Only

☐ B By Cats/Files

☐ C By Cats Only

SHOW:

☒ D Caption

☐ E Length in SECONDS

☐ F Length in MEGABYTES

☐ G Length in SECTORS

☐ H Audition

☐ I Poly Bin

Filename	Seconds	Caption	Poly Bin	S	T	?
BASS						
BKBASS1	2.1	Extracted data	1			
POPBASS2	2.0	Cut down from POPBASS1	1			
POPBASS3	0.8	Extracted data	1			
STEINC#1	4.0		1			
STEINPOP	0.4	Extracted data	1			
CYMBALS						
RBEL-R-R	5.0	Cymbal - ride on bell	2			
RPNG-R-R	5.0	Cymbal - ping ride	2			
EBSRO						
EBSAN141	3.5	Yamaha 1000 Electric Bass	1			
EBSBN140	0.9	Tom's Yamaha 100 Electric Bass	1			

## *Making sure sound files are recalled to the assigned poly bins*

To avoid having the sound files of any timbre in the wrong poly bin, you should erase all currently loaded files from poly memory before recalling the timbre or sequence.

1. Recall the Extra System Commands screen from the Main Menu.
2. Select the Erase All Sound Files from Poly Memory command.

All sound files are erased from poly memory. When you recall a sequence, the sound files for each track timbre are loaded into their assigned poly bins.

You can also delete individual sound files from either poly bin.

1. Select the Sound File Directory.
2. Select the sound file.

The sound file is highlighted.

3. Select the Sound File Editor.

The Sound File Editor appears on the screen displaying the selected sound file.

4. Select Store/Recall menu.
5. Select the Unsave command.

The sound file is deleted.

**WARNING:** Be sure all wanted sound files are backed up before using the Erase All Sound Files from Poly Memory command.



## The Main Menu

Main Menu

Directories

- A. Timbre Directory
- B. Sound File Directory
- C. Sequence Directory
- D. Subcatalog Directory
- M. Missing Sound Display

Sound Design

- L. Sound File Editor
- F. FM Timbre Display
- I. Patch Display
- N. Name Keyboard Timbre

Sound Archival

- R. Optical Disk Storage

Memory Recorder

- S. Sequence Editor
- G. Recorder Display
- H. Multichannel Display
- J. Midi Display
- K. Music Notation Display

Direct-to-Disk

- O. Project Directory
- P. Track Display
- Q. Audio Event Editor

System Controls

- E. Extra System Commands
- <PF1> Reverse Compiler
- <PF3> Music Printing
- <PF4> SFM
- <BREAK> Monitor

Release O

Current Timbre: RHODES  
Current Catalog: W0:

## The Sound File Editor

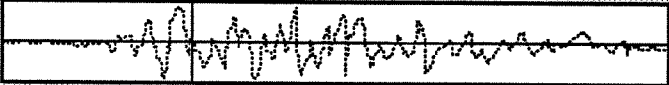
SAMPLE-TO-MEMORY SOUND EDITOR

Current Filename: CROSS STICK

Rate: 100L0 KH      Length: 2.158 secs      Left: 0.047 volts

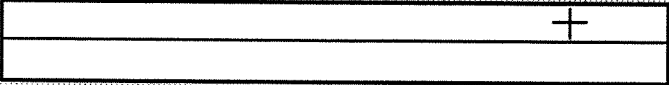
Crossfade: 5ms      Cursor: 0.003 secs      Right: 0.000 volts

L



0.000 0.002 0.004 0.006 0.009 0.011


R



0.000 0.002 0.004 0.006 0.009 0.011

5.000V x 0.000 secs

Resolution: 5



0.000 .011 2.158

A) Display	D) Save	H) Collect	L)	P)	T)
B) Modify	E) Unsave	J) Record	M)	Q)	U)
C) Store/Recall	F) Rename	J) Max Time	N)	R)	V)
X) Modify II	G) Recall	K)	O)	S)	W)

Current Catalog: W0:

## ***Assigning poly bins***

You can assign a keyboard or track timbre to a poly bin before or after recording.

### ***Making poly bin assignments***

When you record a sequence, the poly bin assigned to the keyboard timbre becomes the poly bin assigned for the recorded track. Thus, before recalling a timbre to the keyboard to record a track, you should use the Multichannel Display or the TRACK ROUTING button to assign the sound files of the keyboard timbre to the desired poly bin.

When you bounce notes from one track to another, the poly bin assignment is also bounced.

If you record a sequence with the keyboard timbre in its default assignment, you can change the poly bin assignments for the recorded tracks after the sequence is recorded. You can also change poly bin assignments for sequences recorded with systems with only one poly bin, which have all tracks assigned to Poly Bin 1.

When you store the sequence, the poly bin assignment for each track is stored with the sequence. If you do not assign a poly bin to a track, it is automatically assigned to Poly Bin 1.

**Note:** To actually move the sound files from one bin to the other, you must erase the sequence, erase the sound files from poly memory and recall the sequence again.

## The Multichannel Display

Instrument Name		Left	Right	Poly	MULTICHANNEL ROUTING DISPLAY
KBD	RHODES	1	1	1	<ol style="list-style-type: none"><li>1. Move cursor with arrow keys</li><li>2. Assign new track numbers and routings</li><li>3. Press space bar to increment values</li><li>4. M/C Outputs: 32 Poly Bins: 1 DTD Outputs: 8</li></ol>
1	ELECTRIC KIT	2	2	1	
2	PHASED BASS	3	3	1	
3	Music cues	*1*	*1*		
4	Voiceover	*2*	*2*		
5	Effects 1	*3*	*3*		
6	Effects 2	*4*	*4*		
7	Effects 3	*5*	*5*		
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21			
22			
23			
24			
L1	Vocals-Bob	*1*	*1*
L2	Vocals-Lynn	*2*	*2*
L3	Voiceover	*3*	*3*
L4	Foley 1	*4*	*4*
L5	Foley 2	*5*	*5*
L6		*6*	*6*
L7		*7*	*7*
L8		*8*	*8*

Current Catalog: W0:

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### Panel 2

#### Track routing button

32 TRACK DIGITAL

RECORDER CONTROL

START

STOP

RECORD

PUNCH IN

CONTINUE

REWIND

F.F.

ERASE

MARK

START LOOP

END LOOP

SPEED

CLICK RATE

TRANPOSE

SMPTE MODE

EXT SYNC MODE

CHAIN

INSERT

DELETE

SMT

SKT

BOUNCE

JUSTIFY

SEQUENCE NAME

OVERALL TUNING

OCTAVE RATIO

PITCH CLASS

KEY ONLY

SCALE RESET

TRACK VOLUME

TRACK PAN

TRACK ROUTING

OVERALL

SCALE ADJUST

MAX

## *Assigning the keyboard timbre to a poly bin*

You can use either the Multichannel Display or the TRACK ROUTING button to make poly bin assignments for the keyboard timbre.

To make the poly bin assignments from the Multichannel Display:

1. Select the Multichannel Display.
2. Type "1" or "2" in the Poly column for the keyboard.

To make poly bin assignments using the TRACK ROUTING button:

1. Press and hold the TRACK ROUTING button.

The button lights. The first and second numbered buttons under TIMBRE/SEQUENCE STORAGE blink.

2. Press any key on the keyboard.

The first and second numbered buttons under TIMBRE/SEQUENCE STORAGE continue to blink.

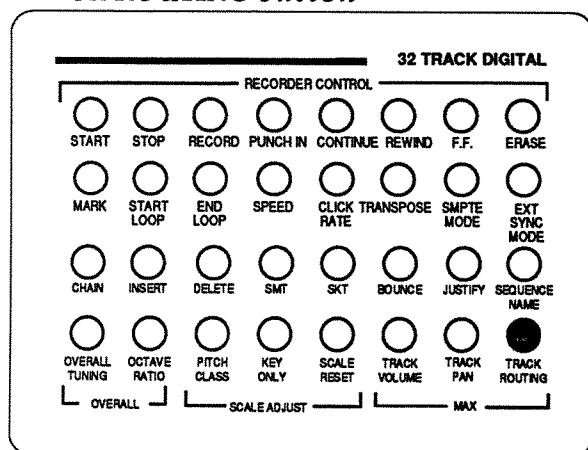
3. Press the numbered button corresponding to the bin to which you want the keyboard timbre assigned.

The selected bin appears on the second line of the keyboard display window.

The assignments do not affect the current keyboard timbre. Any timbre recalled to the keyboard after you make the assignments are loaded into the assigned bins.

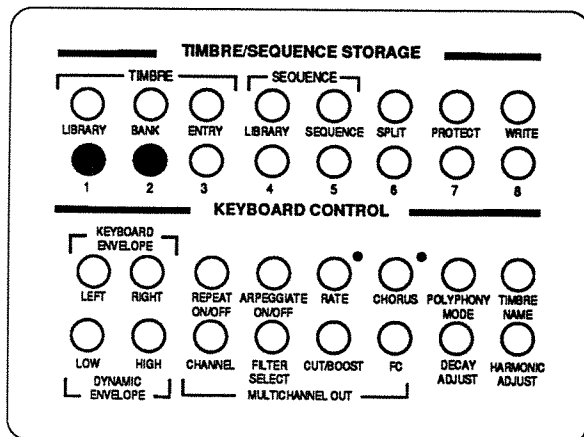
## Panel 2

### TRACK ROUTING button



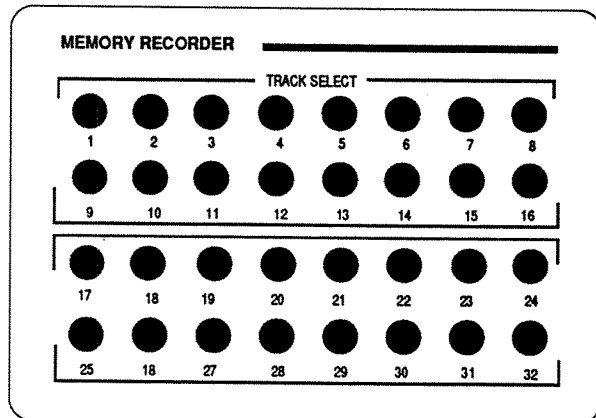
## Panel 4

### Buttons 1 and 2



## Panel 3

### The TRACK SELECT buttons



## *Assigning a track timbre to a poly bin from the keyboard control panel*

You can also use the TRACK ROUTING button on the Synclavier keyboard control panel to assign a poly bin to each track timbre of the current sequence.

1. Recall the sequence to the Memory Recorder.
2. Press and hold the TRACK ROUTING button on the keyboard control panel.

The button lights. The first and second numbered buttons under TIMBRE/SEQUENCE STORAGE blink.

3. Press the TRACK SELECT button corresponding to the track you want to assign.

The TRACK SELECT button lights. The first and second numbered buttons under TIMBRE/SEQUENCE STORAGE continue to blink.

4. Press the numbered button corresponding to the bin to which you want the track timbre assigned.

The selected poly bin appears on the second line of the keyboard display window.

Poly Bin: 1

Whenever the sequence is recalled to the Memory Recorder, the sound files associated with each track timbre are loaded into the assigned bin.

## *Assigning a track timbre to a poly bin from the Multichannel Display*

You use the Multichannel Display to assign each track timbre of the current sequence to a poly bin.

1. Recall the sequence to the Memory Recorder.
2. Select the Multichannel Display.
3. Type "1" or "2" in the Poly column for each track.

These are the selected poly bin assignments. The sound files are not actually recalled to these poly bins until the sequence is stored and recalled again.

4. Store the sequence using the Sequence store and recall buttons on the keyboard control panel.

The poly bin assignments to the sound files of each track timbre are stored with the sequence. If you do not assign a poly bin to a track, Poly Bin 1 is automatically assigned.

Whenever the sequence is recalled to the Memory Recorder, the sound files associated with each track timbre are loaded into the assigned bin.

## ***Sampling***

You can sample directly in Poly Bin 1.

### ***Recording a sample***

All samples are recorded directly into Poly Bin 1. You cannot record into Poly Bin 2. If there is not enough room in Poly Bin 1 to record the sample, you can move existing sound files from Poly Bin 1 to Poly Bin 2.

1. Select the Store/Recall menu on the Sound File Editor.
2. Select the Record command from the Store/Recall menu.

The following message appears.

Time available is [number] seconds.

3. If the time available for recording is insufficient, select the Max Time command.

As many sound files as will fit into Poly Bin 2 are moved from Poly Bin 1.

4. Select the Record command and record your sound file.

The sound file is recorded into Poly Bin 1 and remains there until it is erased from poly memory.



# The Sound File Editor

